

dance of the youth in black lace

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Key

guitar:

o = flageolet

+ = muted, just for this note/chord

tuning at the start of the piece: E^b A^b d^b g^b b e^b
VI I

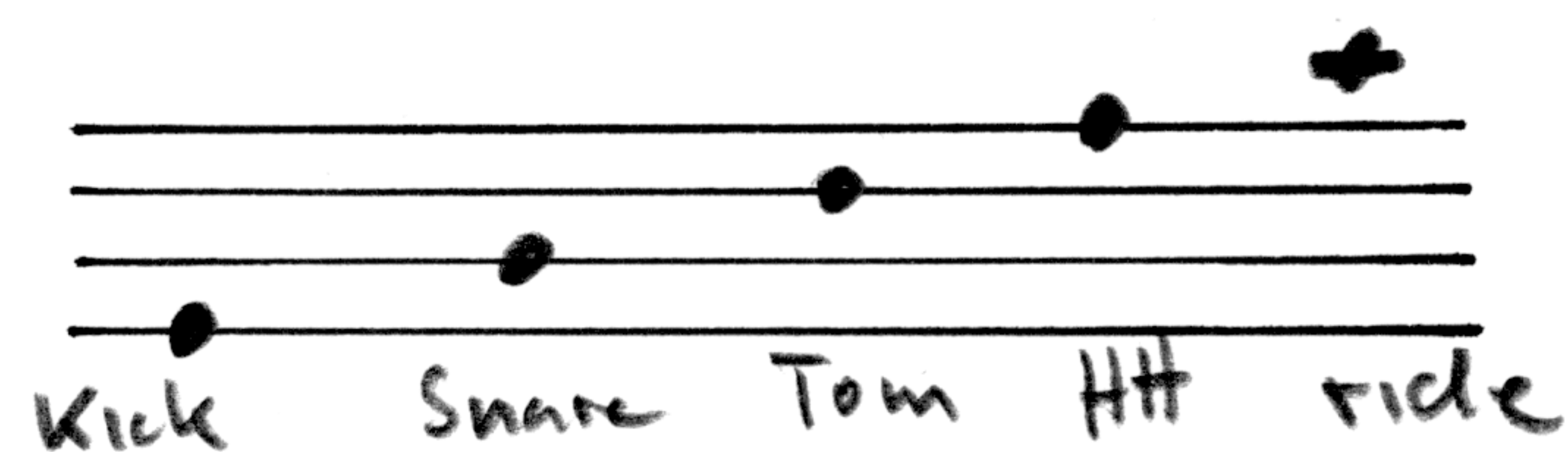
bass:

o = flageolet

+ = muted, just for one note/chord

tuning at the start: C^\sharp A d d^\sharp
IV I

drums:



o = open HH, crashed ride

Ø = half open HH

+ = closed HH, closed hit (stick remains on drum skin)

↓ = hit skin

⌊ = hit rim

All drums played with sticks...

$\# b \frac{4}{4}$ = valid for one bar

Timeline

for moerep

1. dans
2. rytmos
3. dyna
4. chrom
5. heine
6. ingrid

Dans

In full working lights

Git

arrive
+
prepare

shaking hands
with sb.
in the
audience

line
check

Bass

— " —

line
check

mute Dans,
then place Monitor
or object at the
front of the stage

mute Dans 2,
when Git is
finished →
→ unmute

Dr/R

— " —

unmute
Dans

line check

Jump at
your drum set,
facing stage
left *'

Dr/Fr

— " —

mute
Dans

unmute
Dans

line check

stand up,
wave upstage
for at least
15"

Op

Start
Dans

(or
mute
Dans)

(or
unmute
Dans)

(or
mute Dans)

(or
unmute
Dans)

Start
Dans 2

(or
mute Dans 2)
when Git is
finished,
start Dans 3
and unmute

when you
are done
with your
choreography
and ready
to go:
switch on
your desk
lights

*' = see dansjump.mp4

rytmos

♩ = 118

Mute! on!

$\frac{3}{8} + \frac{1}{16}$

♩ = 59

$\frac{3}{4} + \frac{1}{16}$

sing along with
amp. not too loud

Guitar

fff all strings + Dist

Bass

fff + dist + com

Drums
Front

fff

Drums
Rear

fff

Click

Click

No amplification! Amplification of instruments, Slackout
(of instruments)

rytmos 1

4/4

Gt →

II

+ Reverb + Delay
try to keep it alive as long as possible

II

same chord, flag.

IV

4/4

SN →

click

4:3

3/4

4:3

4/4

4/4 + 1/8

3/4 + 1/16

IV

3/4

4:3

IV II IV etc.

SN →

4/4

Git

3 3 3 3 4

7

IV II IV IV III IV IV

SN

etc.

etc.

this continues until
click counts in 2nd last
bar of rytmos

4 4

0 +

sfz

Git

7

SN

after ~1' you may add some noises: unmute strings, softly
hit body of guitar

0 +

sfz

Git

7

HH

SN

click

3 4

4:3

etc.

0 +

Handwritten musical score for guitar, bass, and drums. The score is divided into two systems by a vertical dashed line. The first system contains measures 1 through 8, and the second system contains measures 9 through 12.

Staff 1 (Guitar): Labeled "Git" at the beginning. It features a melodic line with various notes, including a triplet of eighth notes in measure 8. A "mute" instruction is written above the staff in measure 9, with a corresponding "m" symbol in measure 10.

Staff 2 (Bass): Labeled "7" at the beginning. It features a melodic line with various notes, including a triplet of eighth notes in measure 8. A "mute" instruction is written above the staff in measure 9, with a corresponding "m" symbol in measure 10.

Staff 3 (Drums): Labeled "HH" and "SN" at the beginning. It features a rhythmic pattern with various notes, including a triplet of eighth notes in measure 8. A "mute" instruction is written above the staff in measure 9, with a corresponding "m" symbol in measure 10.

Staff 4 (Piano): Labeled "P" at the beginning. It features a melodic line with various notes, including a triplet of eighth notes in measure 8. A "mute" instruction is written above the staff in measure 9, with a corresponding "m" symbol in measure 10.

Measure 9: A vertical dashed line separates the two systems. Above the staff, the time signature "9/4" is written. The word "mute" is written above the staff, and a corresponding "m" symbol is written below the staff.

Measure 10: The word "mute" is written above the staff, and a corresponding "m" symbol is written below the staff.

Measure 11: The word "mute" is written above the staff, and a corresponding "m" symbol is written below the staff.

Measure 12: The word "mute" is written above the staff, and a corresponding "m" symbol is written below the staff.

dyna

dyna

♩ = 118

4
8

3 1
8 + 16

3
4

Gtr

all strings + tuner on / mute
fff

ff + Dist + unmute + pick so hard that a Hawk
detunes

Bass

fff + tuner on / mute

(IV)
ff + Dist + unmute + pick so hard that attack detunes

Dr / Fr

pp

fff

+ pick up 2nd guitar, play a variation
combination of
the following material, while standing

Dr / R

pp

fff

4

OP

click

CLICKS
TAPE

! NO AMPLIFICATION!

! AMPLIFICATION!

dyna 1

Handwritten musical score for guitar, first system. It consists of three staves. The top staff has a treble clef and a key signature of one sharp (F#). It contains a sequence of chords labeled V, VI, III, IV, and III. The middle staff has a treble clef and a key signature of one sharp, with a "muted slide" annotation and a diagram of a slide. The bottom staff has a bass clef and a key signature of one sharp, with a "variation combination selection" annotation. There are also five small diagrams labeled a) through e) with handwritten notes: a) "muted slide", b) "~ 2\"

Handwritten musical score for guitar, second system. It consists of three staves. The top staff has a treble clef and a key signature of one sharp (F#). It contains a sequence of chords labeled VI, III, IV, III, IV, and I+II. The middle staff has a treble clef and a key signature of one sharp, with a "continues variation combination selection" annotation. The bottom staff has a bass clef and a key signature of one sharp, with a "dyna 2" annotation. There are also five small diagrams labeled a) through e) with handwritten notes: a) "muted slide", b) "~ 2\"

Handwritten musical notation for guitar and bass. The guitar part (top) features a complex sequence of notes with many sharps, some slurs, and a final measure with a 4/4 time signature. The bass part (middle) has a simpler melody with slurs and triplets. Chord diagrams for IV, I, II, IV, and II are shown below the bass staff.

still one-dropping back and forth

Handwritten musical notation for guitar and bass. The guitar part (top) has a sequence of notes with slurs and a final measure with a 4/4 time signature. The bass part (middle) has a sequence of notes with slurs and a final measure with a 4/4 time signature.

Handwritten musical notation for guitar and bass. The guitar part (top) has a sequence of notes with slurs and a final measure with a 4/4 time signature. The bass part (middle) has a sequence of notes with slurs and a final measure with a 4/4 time signature. A 'tune up' arrow points to a note in the guitar part, and a 'mute' arrow points to a note in the bass part.

still doing your thing...
repeat at least 40x

Handwritten musical notation for guitar and bass. The guitar part (top) has a sequence of notes with slurs and a final measure with a 4/4 time signature. The bass part (middle) has a sequence of notes with slurs and a final measure with a 4/4 time signature.

"1, 2, 3!"

Handwritten musical notation for guitar and bass. The guitar part (top) has a sequence of notes with slurs and a final measure with a 4/4 time signature. The bass part (middle) has a sequence of notes with slurs and a final measure with a 4/4 time signature. A 'variation combination again, continue' arrow points to the right.

start variation combination again, continue → to chrom

Handwritten musical notation for guitar and bass. The guitar part (top) has a sequence of notes with slurs and a final measure with a 4/4 time signature. The bass part (middle) has a sequence of notes with slurs and a final measure with a 4/4 time signature.

Handwritten musical notation for guitar and bass. The guitar part (top) has a sequence of notes with slurs and a final measure with a 4/4 time signature. The bass part (middle) has a sequence of notes with slurs and a final measure with a 4/4 time signature.

dyna 3

chrom

1st
Gtr (let last note ring) ~3" | turn reverb + delay on, place bottleneck on strings I+II+III above 17th fret:
start sliding down very slow, hit all three strings at once very softly (+pick) in a
slow unsteady rhythm. When at headstock, continue strumming + tune down strings (I+II+III)

2nd
Gtr continue variation combination (see dlyna) | stop follow other guitar

~30"

Get last note ring, produce thick low sound with + fuzz + what you like

stop

22"

after at least 2' start Chrom

III
check

ALL Fuzz on!
FULL Volume!

Try tuning, guitars to E^b A^b D^b b g^b e^b
bass to E^b A^b D^b G^b

heine

↓ ↓ ↓ ↓

♩ = 76

heine

$\frac{3}{4} + \frac{1}{8}$

turn volume slightly down for "that crunch"

all others pause,
2nd guitar might tune (silent)

p clean + finger picked

same key as above

use time to tune (silent)

p ride very soft

heine 1

Handwritten musical score for guitar, featuring two systems of notation.

System 1:

- Staff 1 (Top):** Treble clef, key signature of two sharps (F# and C#). It begins with a 5/4 time signature, followed by a 4/4 section, and then a 6/4 section. The notation includes whole notes and rests. A section labeled "Feedback 4/4" features a volume swell (indicated by a wedge) and the instruction "+Dist turn volume up". This is followed by a "Mute" section with a series of eighth notes.
- Staff 2 (Bottom):** Bass clef, key signature of two sharps. It contains eighth notes, some with accidentals (F# and C#), and rests. A section labeled "pp + Dist + coin" is present, followed by a "Mute" section with eighth notes.

System 2:

- Staff 1 (Top):** Treble clef, key signature of two sharps. It features a series of eighth notes, some with accidentals (F# and C#), and rests. A section labeled "Feedback" includes a volume swell and the instruction "ff + Dist". This is followed by a section labeled "same as main guitar" with an arrow pointing to the right.
- Staff 2 (Bottom):** Bass clef, key signature of two sharps. It contains eighth notes, some with accidentals (F# and C#), and rests. A section labeled "f" is present, followed by a section labeled "sfz ff" and another "sfz".

Handwritten musical score for guitar, featuring two systems of notation.

System 1:

- Staff 1 (Top):** Treble clef, key signature of two sharps (F# and C#). It begins with a 4/4 time signature, followed by a 4/4 section. The notation includes eighth notes and rests. A section labeled "pp clean + soft pickings" is present, followed by a "Mute" section with a series of eighth notes.
- Staff 2 (Bottom):** Bass clef, key signature of two sharps. It contains eighth notes, some with accidentals (F# and C#), and rests. A section labeled "pp ride very soft" is present, followed by a section labeled "mf".

System 2:

- Staff 1 (Top):** Treble clef, key signature of two sharps. It features a series of eighth notes, some with accidentals (F# and C#), and rests. A section labeled "pp clean + soft pickings" is present, followed by a "Mute" section with a series of eighth notes.
- Staff 2 (Bottom):** Bass clef, key signature of two sharps. It contains eighth notes, some with accidentals (F# and C#), and rests. A section labeled "pp ride very soft" is present, followed by a section labeled "mf".

f crunch

Feedback

f volume

Bend

f

ff + Dist + coin

Mute

< Feedback! same as main guitar

f

fff **ff**

insane

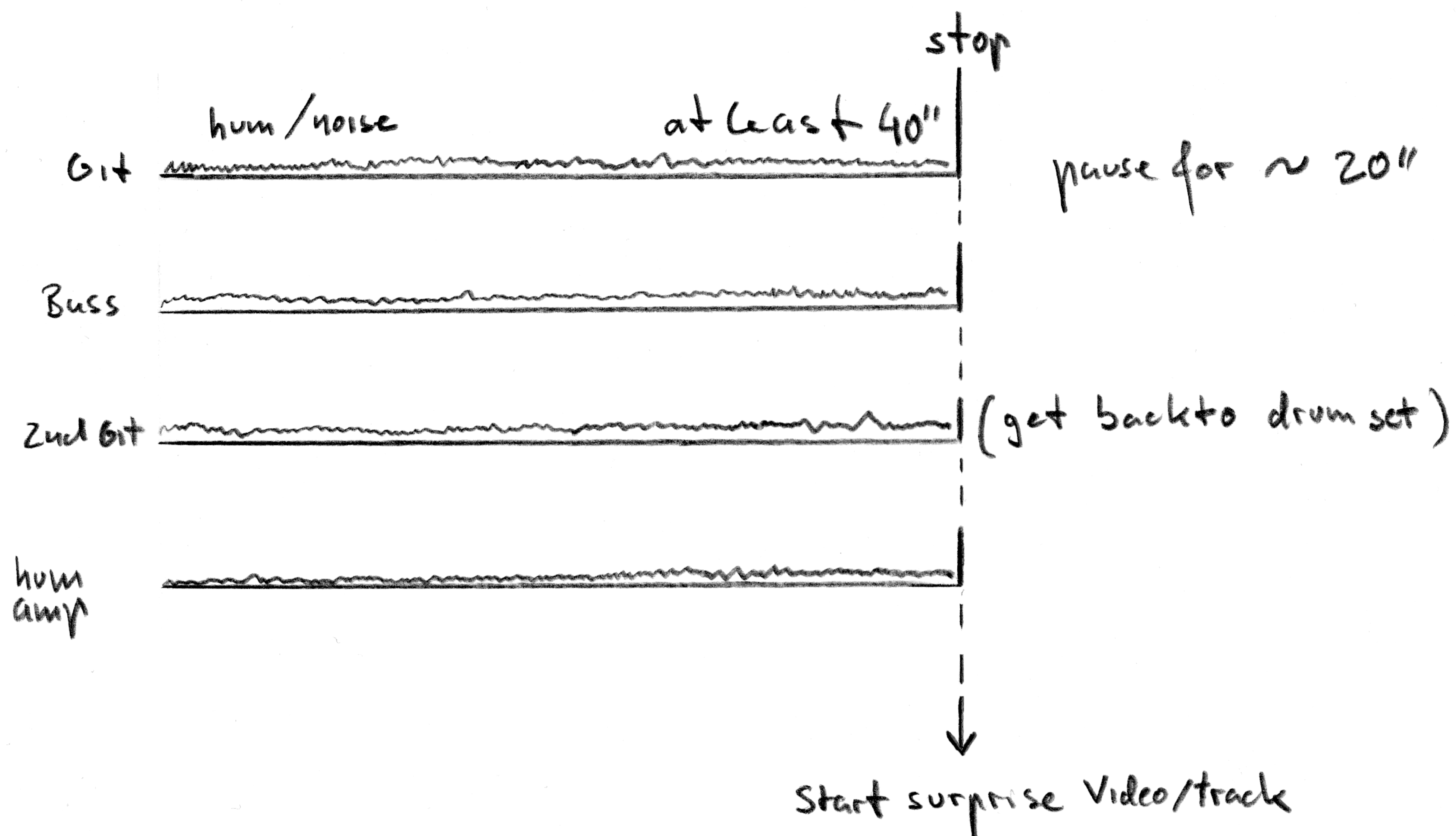
Everybody sing!
patient forte:
(not into mic)

so be cool.

Mute!
Start Solo
Tape

when guitars on tape are ringing out, all amps (incl. hum amp) are on, guitars also, but muted by hand, so there is hum / buzz all over. → surprise / ingrid

ingrid



→ 2'

Every performer imitates, improvises, comments, etc. on the sound that's on his/her headphones, but mustn't react on the other performers. This is not limited to the instruments, but can also include clapping, singing, etc.

guitar, bass, Drums front still going on...

one headphone after another is switched off (by operator). When yours goes silent, take it off, switch off desk light and "be ready". Note to OP: If there are interesting constellations, let the moments HP-feed live.

loop until everybody is ready

Dr/R || music stops (for you), take off head phones, switch off desk light and:

4/8 ♩ = 100

Loop until everybody is ready

ingrid

